

D:/Library/Documents
/Job/Forschungsmaster
/Projekte/EyeCandy3D/EyeCandy3
D/src/Core/Texture.cpp

```
graph TD; A["D:/Library/Documents  
/Job/Forschungsmaster  
/Projekte/EyeCandy3D/EyeCandy3  
D/src/Core/Texture.cpp"] --> B["EC3D/Core/Texture.h"]; A --> C["stb_image.h"]; B --> D["GL/glew.h"]; B --> E["map"]; B --> F["string"];
```

The diagram illustrates the dependencies of the file `D:/Library/Documents/Job/Forschungsmaster/Projekte/EyeCandy3D/EyeCandy3D/src/Core/Texture.cpp`. It is shown in a grey box at the top. Two arrows point from this box to `EC3D/Core/Texture.h` and `stb_image.h`. From `EC3D/Core/Texture.h`, three arrows point to `GL/glew.h`, `map`, and `string`.

EC3D/Core/Texture.h

stb_image.h

GL/glew.h

map

string